



Realising an Applied Gaming Eco-System

www.rageproject.eu

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Co-funded by the Horizon 2020 Framework Programme of the European Union



ICT components for applied games

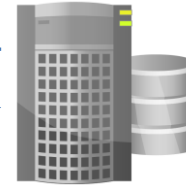


Open repository for ICT components

1) Use our ICTs



2) Bring your ICTs



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1. Use our ICTs



- 32 alpha components (server-side/client-side)
- Not just for games!

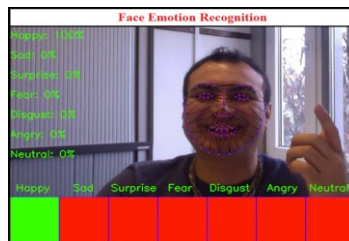


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Software assets inventory

	Asset name	Short description	More details
1	Server-Side Interaction Storage and Analytics	Ready-to-use implementation of a data collection and storage service. Handles large amounts of data and supports current standards for exchange of interaction data.	MORE DETAILS
2	Step based competence assessment	Produces an on-the-fly stealth assessment of a particular player skill, based on player interactions. Allows parsing of scenarios generated by the RAGE Communication Scenario Editor. Provides information about the possible following steps at each step in the series of interactions in the scenario.	MORE DETAILS

Real-time emotion recognition

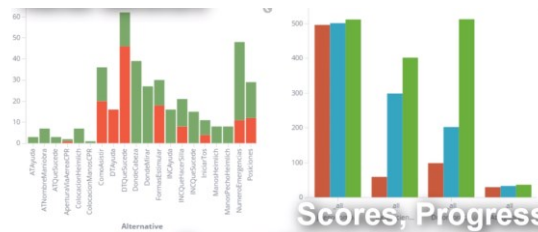


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Learning analytics

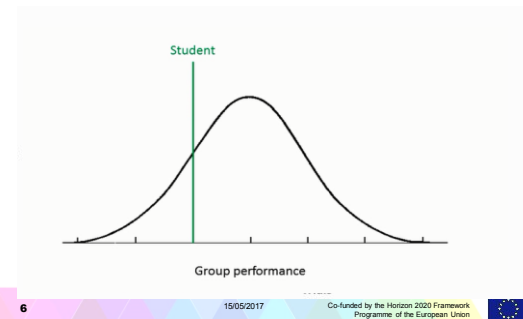


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Performance statistics



6

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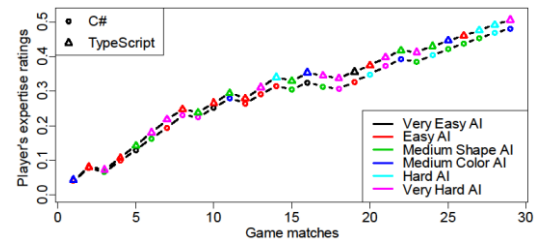
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Virtual human controller



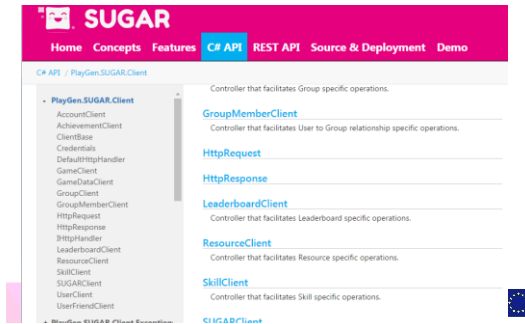
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Automated adaptation



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Social gamification



and more...



- Competence assessment
- Data tracking
- Domain model
- Arousal through galvanic skin responses
- Emotional appraisal
- Social importance dynamics
- Role play character
- Dialogue editing
- Player profiling
-

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2. Bring your ICTs



- Make your technologies available
- Adjust to the portability architecture
- Details at

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